

STAR TREK™
ASCENDANCY
THE FINAL FRONTIER



OPTIONAL RULES

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OPTIONAL RULES

This booklet contains optional rules that make for shorter or longer games, and change the experience of exploring the galaxy.

It also has rules for adding the Gamma Quadrant (the location of the Dominion's home world) to your games, and of playing a two-sided game recreating the Dominion War.

WHAT ARE OPTIONAL RULES

This optional rules booklet has four sections: Classic Ascendancy, Core Rules Options, Gamma Quadrant, and The Dominion War.

The Classic Ascendancy section allows players to play a game that feels like the original version of *Star Trek: Ascendancy*, while still playing the new streamlined rules. When using the Classic Ascendancy section we recommend using all the rules in that section.

The Core Rules Options section has a variety of ways to change up your gaming experience. You can play a shorter or longer game, or simply mix things up a bit. Unlike the Classic Ascendancy section, these Core rules Options are more of a smorgasbord where you can pick and choose which rules, and how many, to use.

The Gamma Quadrant section brings the Gamma Quadrant into the game. This is particularly relevant if you have the Dominion in the game, since that is their home quadrant.

The Dominion War section changes the game from all-against-all to a war between two alliances.

CUSTOMIZING CIVILIZATIONS

Star Trek Ascendancy has twelve Civilizations to choose from. In the standard game, you get to explore the galaxy at large with all of its wonders and threats.

If you want to focus more on the events that involve the Civilizations that you are playing with, you can build your Exploration deck and System stack with the cards and discs with just the icons of the Civilizations you are playing.

System Discs and Exploration cards with no symbol were part of the original box set of the Federation, Klingons, and Romulans. Keeping these cards in the game is a good idea as they are more general than those that came in the expansions.

Andorian Empire



The Dominion

Breen Confederacy



Ferengi Alliance

Cardassian Union



Vulcan High Command

Gorn Hegemony
Terran Empire
Tholian Assembly



These expansion Civilizations share System Discs and Exploration cards.

CLASSIC ASCENDANCY

RECREATING THE ORIGINAL VERSION

After hundreds of games and thousands of hours of playtesting and listening to feedback, *The Final Frontier* rules have been updated to give a more streamlined, engaging and faster game than the original *Star Trek: Ascendancy*. However, if you want to recreate the original experience use all of the rules in the following two pages.

The rules in this Classic Ascendancy section have been designed to be used as all-or-none. If you want to pick and choose which optional rules to use with the new version, skip to page 7.

GAME SETUP

STARTING FROM NOTHING

Start the game with each player just having their Home System. There are no Core Systems.

SAFER CORE SPACE

With such limited resources, finding a dangerous Phenomenon rather than a colonizable Planetary System at the start of the game can be a big setback. Making sure that a player's Core Systems are likely to be useful balances that risk.

Separate out the Phenomena from the Planetary Systems and draw 2 random Planetary Systems for each player (so 6 systems for 3 players, 8 Systems for 4 players etc). Shuffle the Phenomena back into the remaining Planetary Systems,

then place the randomly selected Planetary Systems on top. This ensures that the first few Systems that each Civilization discovers will be habitable rather than dangerous Phenomena.

LESS CONNECTION

To go with the various civilizations' limited knowledge of the galaxy at the start of the game when using the above options, you omit the Link Civilizations step in the Game Setup.

This way, each Civilization starts in its own pocket of space.

EXTRA RESOURCES

Start the game with each player having 2 extra Production tokens, 2 extra Research tokens and 2 extra Culture tokens.

ALL-AT-ONCE TURNS

Rather than having each player take a turn, then moving on to the next player, each player takes all of their turns at once.

There is no separate Building Phase. Instead, in the Command Phase, when it is a player's turn, they do their Build Phase and then keep taking turns and issuing Commands until they have used all of their Commands. The turn then passes to the next player. Each player only gets the one opportunity to issue Commands. Once they have finished their turns, the Command Phase is over for them.

INITIATIVE

At the start of the game, select the Turn Order cards numbered from 1 to the number of players in the game. These will be used to determine player order during the game.

RANDOM TURN ORDER

At the beginning of the game, no Civilization has made First Contact and the whole of the Galaxy is yet to be discovered.

For the first turn or two, when no one has made First Contact, no one is eligible to influence galactic politics so all Turn Order Cards will be passed out randomly.

A Civilization is considered to have made First Contact once their Home System is connected to another player's Home System via Space Lanes and Systems.

Once Civilizations have made First Contact they are able to influence galactic politics and bid for first turn.

BIDDING FOR TURN ORDER

At the end of the Recharge Phase, before gathering up the Turn Order cards from the previous Round, players that have made First Contact have the opportunity to bid for the Turn Order for this round. Players who have not made First Contact with another Civilization have no ability to influence other Civilizations and do not participate.

In the same order that the players had their Turns last Round, each player has the opportunity to place Resource tokens (Production, Research, or Culture) on their Turn Order card. If they bid, they may not place the same number of tokens as a previous bid.

Gather the Turn Order cards. The player who bid the most Resources then gets to pick the Turn Order card of their choice, followed by the player who bid the next most, and so on until all of the players that placed bids have chosen a Turn Order card.

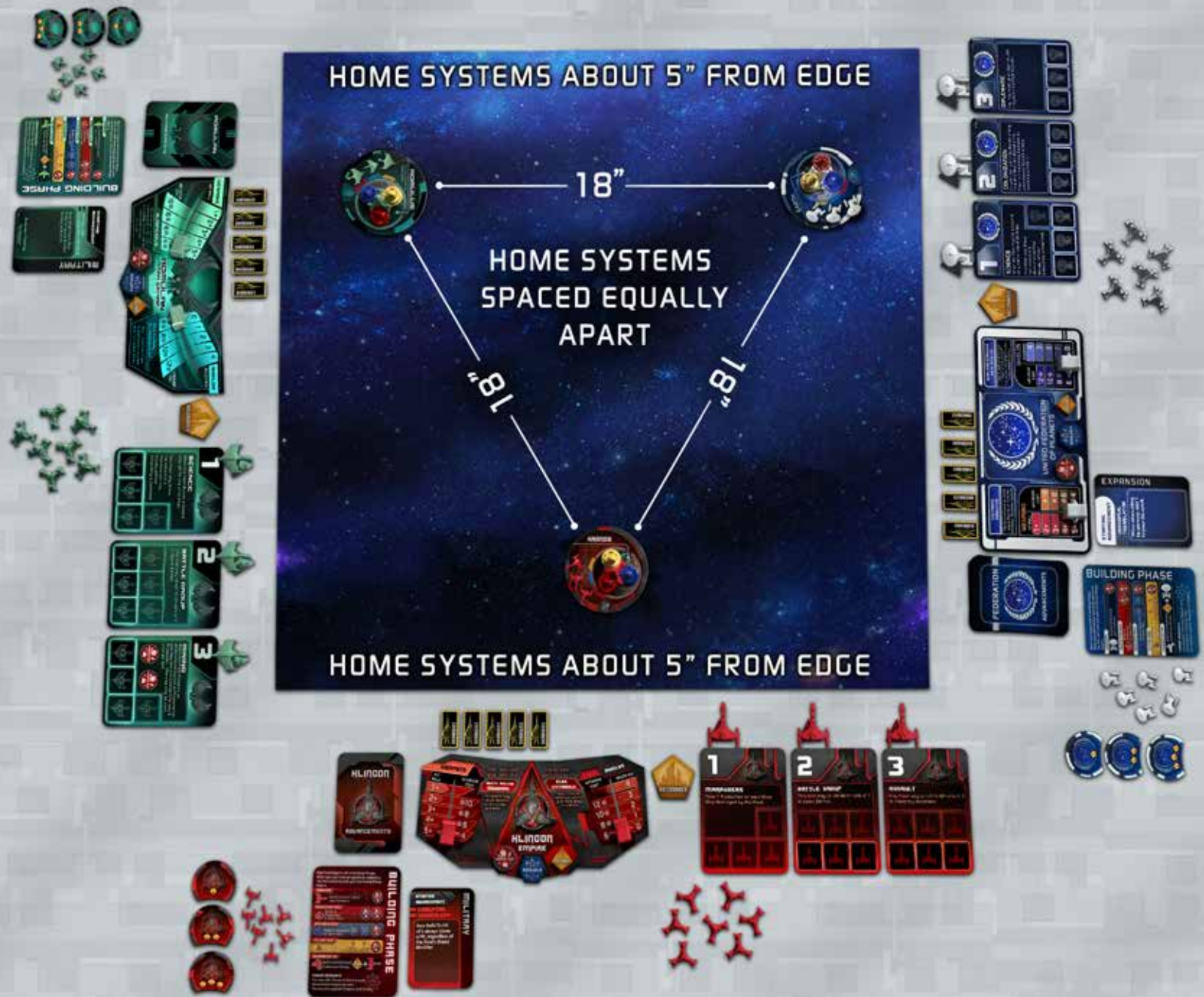
Then, the remaining Turn Order cards are shuffled and dealt out randomly to any players that elected not to bid, or were unable to bid due to not having made First Contact.



Example: John, Pete and Sally are all connected and eligible to participate. Pete went first the previous turn so he decides first and commits 2 Production. John went second the previous Round, so he goes second and commits 1 Research Token. Sally went third the previous Round so she decides last and commits 3 Resources in total (2 Production and 1 Research).

Since Sally spent the most, she gets first pick of the Turn Order cards, Pete chooses second, and John picks third. Eve didn't bid, so she gets one of the remaining Turn Order cards at random.

CLASSIC GAME LAYOUT



Depending on what type of table you're playing on, distances between the Home Systems and table edges will vary. The Important thing is for Home Systems to be about the same distance from each other and the table edge and the same distance from the edge of the playing area.

TRADE AND EXPLORATION

ALL-OR-NOTHING SPACE LANES

When rolling for a Space Lane, do not reduce the size of the Space Lane if the System at the end of the Space Lane does not fit. Instead, the Move Command ends at the System being Explored from and no new Space Lane or System are placed.

RESEARCH

These rules give options in the way research is handled.

RANDOM RESEARCH

When Researching an Advancement, draw 2 Advancements (rather than 4) and choose 1.

LONG-TERM RESEARCH

Rather than immediately placing an Advancement into play when you Research it, do not spend any Research. Instead, place it below your Advancement Area (which holds your Starting Advancement and finished Advancements).

In each Recharge Phase you may add one Research token from your Resources to each Advancement. Once an Advancement has as many Research tokens as its Research Cost, remove the Research tokens and place the Advancement in the Advancement Area. You can now use the Advancement's special rules and gain its Resources in the Recharge Phase.

When you gain Research tokens from Studying a Phenomenon, you can place them directly on uncompleted Advancements to speed up your research.

If you use this option, you cannot have more incomplete Advancements than you have Research Nodes.

CAPTURING RESEARCH NODES

When you take Control of a rival's System, the player who you captured it from must give you one of their uncompleted Advancements for each Research Node you captured. Any Research on the cards is discarded. If the Research Node is destroyed, nothing is captured.

FAST SHIELDS AND WEAPONS

Rather than Researching Shields and Weapons as Commands, you Research them in the Build Phase.

SUGGESTED PLAYER LAYOUT

PROJECT AREA

Projects are placed next to your Deck.



Each player has their own supply of 30 Ships, 10 Control Nodes and 3 Starbase Tokens.

Resource Tokens are placed on the Command Console, Command Tokens above.



FLEET AREA

Displays which Fleets are Commissioned and how many Ships are in each Fleet.



ADVANCEMENT AREA

When you complete Projects, move them into your Advancement Area, with your Starting Advancement.

Depending on the size and shape of your game table, you may need to lay out your player area differently. Make sure your Advancement Area and Project Area are distinct from each other.

CORE RULES OPTIONS

These optional rules adjust the way the core game plays, some making it harder, some easier, some give a quicker game, others add challenges.

This section also includes some of the rules from the Classic Ascendancy Section that are designed to be stand alone options.

SHORTER GAMES

If you are short on time or just want a quicker game, these options will give you that.

We recommend either:

- Picking one of the Stronger Starts, Faster Middle, or Quicker Endings sections, and using all of the rules in that section, or
- Picking one option from each of the Stronger Starts, Faster Middles, and Quicker Endings section

STRONGER STARTS

These four changes will make civilizations stronger at the start of the game.

EXTRA RESOURCES

Start the game with each player having 5 extra Production tokens, 3 extra Research tokens and 1 extra Culture token.

MORE NODES

Start the game with each player having 10 Resource Nodes rather than 8. This will usually mean an additional Core System for each player.

ASCENDED

Start the game with each player having 2 Ascendancy tokens (4 Ascendancy tokens if Vulcan). This allows players to start with 2 Fleets and 2 Starbases.

EXTRA ADVANCEMENT

Start the game with each player drawing 4 Advancements from their Advancement deck, putting one into play and shuffling the rest back into their Advancement deck.

FASTER MIDDLE

Rather than starting the game stronger, you might prefer to move things along more quickly as the game progresses.

HOME SYSTEM ADVANTAGE

When Generating Resources, each player's Home System generates twice as many Resources while under their Control.

FOCUSED RESEARCH

When Researching an Advancement, a player can search their Advancement deck for the Advancement of their choice, shuffling the deck afterwards.

WILD CULTURE

Culture tokens can be spent as Production or Research tokens.

QUICKER ENDINGS

Making the victory conditions easier will result in a quicker game, although players will need to be more alert to the speed of their rivals approaching victory if they want to stop it.

EASIER ASCENSION

Ascendancy tokens can be purchased for 4 Culture rather than 5.

EASIER ASCENDANCY VICTORY

A player only needs 4 Ascendancy tokens to win, rather than 5.

The Vulcan Agenda that wins on 8 Ascendancy changes to 7 Ascendancy instead.

EASIER SUPREMACY VICTORY

A player only needs to Control one other Home System (in addition to their own) to win, rather than 2.

LONGER GAMES

For a longer-lasting game, pick one or two the following options.

WEAKER STARTS

These options reduce the starting strength of civilizations, forcing them to explore, discover, and colonize their core worlds before exploring the larger galaxy

STARTING FROM NOTHING

Start the game with each player just having their Home System. There are no Core Systems.

SPACE PROGRAM

Start the game with each player just having their Home System and 3 Production, 3 Research, and 3 Culture tokens. There are no Core Systems.

FEWER NODES

Start the game with each player having just 5 Resource Nodes rather than 8. This will usually mean the player will have just their Home System and one Core System.

SAFER CORE SPACE

With such limited resources, finding a dangerous Phenomenon rather than a colonizable Planetary System at the start of the game can be a big setback. Making sure that a player's Core Systems are likely to be useful balances that risk.

Separate out the Phenomena from the Planetary Systems and draw 2 random Planetary Systems for each player (so 8 Systems for 4 players). Shuffle the Phenomena back into the remaining Planetary Systems, then place the randomly selected Planetary Systems on top. This ensures that the first few Systems that each Civilization discovers will be habitable rather than dangerous Phenomena.

LESS CONNECTION

To go with the various civilizations' limited knowledge of the galaxy at the start of the game when using the above options, you can omit the Link Civilizations step in the Game Setup. This way, each Civilization starts in its own pocket of space. This option may not suit groups that have players who prefer to 'turtle', avoiding connections as it allows them to play in isolation rather than interacting with the other players.

TRADE AND EXPLORATION

Trade and exploration are as much a part of the game as conflict and colonization.

UNRESTRICTED TRADE ROUTES

Players cannot stop a Peaceful rival from moving wherever they like. Ships and Fleets can always move into or through Systems with Ships of a Peaceful rival in Orbit, unless there are Ships Hostile to the moving player in Orbit.

Players can only revoke Trade Agreements in the Recharge Phase of each Round.

EXPLORATION AND DISCOVERY

At the start of the game, separate the Exploration cards into two decks. One containing the Civilization and Virgin World cards, and the other containing the Crisis, Discovery, and Ally cards.

When exploring a new Planetary System, draw a card from the Civilization and Virgin World deck and place it face down on the System Disc. Then draw and resolve a card from the Crisis, Discovery, and Ally deck. Once that card has been resolved, turn over the Civilization and Virgin World card and resolve that as well.

In cases where the Crisis, Discovery, or Ally card cannot be immediately resolved (such as a Hazard that destroys all of the explorer's Ships), it remains in play on top of the Civilization and Virgin World card, waiting for another bold explorer to make the attempt.

This option makes for a slightly slower game as fewer Systems are suitable for colonization, while most have quite powerful independent Warp-Capable Civilizations which can be difficult for civilizations to invade or hegemonize early in the game.

ALL-OR-NOTHING SPACE LANES

When rolling for a Space Lane, do not reduce the size of the Space Lane if the System at the end of the Space Lane does not fit. Instead, the Move Command ends at the System being Explored from and the new Space Lane and System are not placed.

RESEARCH

These rules give options in the way research is handled.

RANDOM RESEARCH

When Researching an Advancement, draw 2 Advancements (rather than 4) and choose 1.

CAPTURING RESEARCH NODES

When you take Research Nodes from an opponent, there's the possibility of obtaining secret research into projects your civilization hadn't even considered.

CAPTURE ADVANCEMENT

When a Civilization takes Control of a Research Node from another Civilization (either through Cultural Hegemony or Planetary Invasion), they shuffle that Civilization's Advancement deck and draw an Advancement. They can either return that Advancement to the owner's deck, or immediately Issue a free Research Advancement command to Research that Advancement.

If they take multiple Research Nodes, they draw one Advancement per Node before deciding which to Research and which to discard.

CAPTURE RESEARCH TOKEN

When a Civilization takes Control of a Research Node from another Civilization (either through Cultural Hegemony or Planetary Invasion), they also take a Research token from that Civilization if they have any.

FAST SHIELDS AND WEAPONS

Rather than Researching Shields and Weapons as Commands, you Research them in the Build Phase.

LONG-TERM RESEARCH

Rather than immediately placing an Advancement into play when you Research it, do not spend any Research. Instead, place it in your Research Area below your Advancement Area.

In each Recharge Phase you may add one Research token from your Resources to each Advancement. Once an Advancement has as many Research tokens as its Research Cost, remove the Research tokens and place the Advancement in the Advancement Area. You can now use the Advancement's special rules and gain its Resources in the Recharge Phase.

If you use this option, you cannot have more incomplete Advancements than you have Research Nodes.

RESOURCE NODES

Handling resources differently will change the way your game plays.

OPEN SITES NOT CULTURE

Allow Civilizations to only Build Production and Research Nodes on Open Sites, but not Culture Nodes. This will reduce the amount of Culture available, making the planets with Culture Nodes far more valuable.

DOUBLE ADVANCEMENT CULTURE

If you limit Open Sites in this way, double the number of Culture tokens gained when Researching Advancements (such as Romulan Disruptors), Generating Resources from Advancements (such as Gorn Swift Hunters), and Command Console Special Rules (such as Klingon Ever Victorious). This makes pursuing your cultural goals even more important, and counteracts the limited amount of Culture available.

COMMAND PHASE

Change up the Command Phase by changing the order in which players take turns or even having each player take all of their turns at once..

VARIABLE TURN ORDER

These options mix things up a little. Rather than the turn order being the same each round, the order of play changes each time.

RANDOM TURN ORDER

At the start of the game, select the Turn Order cards numbered from 1 to the number of players. At the end of the Recharge Phase, shuffle the Turn Order cards and deal one to each player.

The players turn them face up to reveal the order in which players will take their Turns in the Command Phase. The player with the 1 card will Issue a Command, then the player with the 2 card, and so forth until all players have Issued a Command. Then the player with the 1 card takes another Turn and so on.

MYSTERY TURN ORDER

At the end of the Recharge Phase, shuffle all the Turn Order cards and deal one to each player and put the remaining cards aside unseen. The players keep their cards hidden.

In the Command Phase. The player with the lowest numbered card will Issue a Command, then the player with the next lowest card, and so forth until all players have Issued a Command. Then the players continue to take their Turns in the same order until the end of the Phase.

BIDDING FOR TURN ORDER

You can make either the Random Turn Order or the Mystery Turn Order option more predictable by allowing bidding for turn order.

At the end of the Recharge Phase, before gathering up the Turn Order cards from the previous Round, players have the opportunity to bid for the Turn Order for this round.

In the same order that the players had their Turns last Round, each player has the opportunity to place Resource tokens (Production, Research, or Culture) on their Turn card. If they bid, they may not place the same number of tokens as a previous bid.

Gather the Turn Order cards. The player who bid the most Resources then gets to pick the Turn Order card of their choice, followed by the player who bid the next most, and so on until all of the players that placed bids have chosen a Turn Order card.

Then, the remaining Turn Order cards are shuffled and dealt out randomly to any players that elected not to bid.



ALL-AT-ONCE TURNS

Rather than having each player take a turn, then moving on to the next player, you can play with each player taking all of their turns at once. If you do this, when it is a player's turn in the Command Phase, they keep taking turns and issuing Commands until they have finished, then pass the turn to the next player. Each player only gets the one opportunity to issue Commands. Once they have finished their turns, the Command Phase is over for them.

GAMMA QUADRANT

Adding the Gamma Quadrant to your games adds a new area to explore through the bottleneck of the Bajor-Idran Wormhole. If you are playing with the Dominion, this option allows you to place them in their home quadrant. Alternatively, you can explore the Gamma Quadrant without having the Dominion in the game.

WORMHOLE SYSTEMS



The Bajor-Idran Wormhole piece consists of two Systems, Bajor and Idran, linked by a Wormhole. Bajor is a normal System (in Alpha Quadrant), while Idran is a Gamma Quadrant System. These Systems are **NOT** Adjacent, but are Connected.

BAJOR

The Bajor System starts the game as a Level 3 Warp-Capable Civilization with a Weapons Hit Roll of 5+, a Shield Modifier of 3, and a Hegemony Resistance of 4 (including +1 for its Starbase).

Place 2 Culture Nodes on Bajor. Although the Bajoran System has three Capacity Sites, the Production Site is left unoccupied.

Unlike most Independent Civilizations, Bajor also has a Starbase (Deep Space Nine). When a player takes Control of Bajor (either through a Planetary Invasion or Cultural Hegemony), they gain control of the Starbase and gain a Command Token as if they captured a Starbase from another player.

REMOVE BAJOR SYSTEM DISC

As Bajor is already present in the Bajor-Idran Wormhole piece, remove the Bajor System from the Alpha Quadrant System Stack.

IDRAN

Idran is a Phenomenon in the Gamma Quadrant. It is a Level 5 Hazard and has a Research Potential of 1.

WORMHOLE

The Wormhole links Bajor to Idran and is the only way to move between the main Alpha Quadrant and the Gamma Quadrant.

MOVING THROUGH THE WORMHOLE

The only way to move through the Wormhole is using a Move at Impulse Command. Even if a Civilization has a faster Impulse Speed, they must start the movement at Bajor or Idran and end it at the other.

If the destination System has Hostile Ships in it, the only way to pass through the Wormhole is to initiate a Space Battle.

THE DOMINION

The Dominion is a Gamma Quadrant Civilization. If you are adding the Gamma Quadrant, the Dominion Home System (The Great Link) starts in the Gamma Quadrant.

GAMMA CIVILIZATION VICTORY

If the Gamma Quadrant is being used, as well as the normal Victory Conditions, the Dominion must Control Bajor from the Bajor-Idran Wormhole to win the game.

GAMMA SYSTEMS

Gamma Quadrant Systems are marked with the green Gamma Quadrant symbol. Keep these separate from the normal Alpha Quadrant Systems.

GAMMA QUADRANT STACK

Shuffle the Gamma Quadrant Systems and place them face down at the same time as you prepare the normal (Alpha Quadrant) System Discs during game setup.

GAMMA QUADRANT CORE SYSTEMS

When Setting Up Core Systems for The Dominion, proceed as normal, but draw the Systems from the Gamma Quadrant Systems rather than the normal (Alpha Quadrant) Systems.

DO NOT LINK THE DOMINION

When Linking Civilizations (see page 11 of the rulebook), do not Link the Dominion to the rest of the Civilizations.

SETUP THE WORMHOLE

Place the Bajor-Idran Wormhole piece with the Bajor end in the center of the table.

Each player places their Home System in the playing area in front of them so they are all an equal distance from the neighboring two Home Systems.

Align the Idan end to point towards the Dominion Home System.

WORMHOLE IS FIXED

The Bajor-Idran Wormhole is a Fixed System and cannot be moved.

CONNECT THE WORMHOLE

GAMMA QUADRANT

Link The Great Link (the Dominion Home System) to the Idan System of the Bajor-Idran Wormhole by the shortest route from their rightmost Core System (the one they placed last) in the same way you would normally Link Civilizations (see page 11 of the rulebook), but using Gamma Quadrant Systems.

If you want to, you can choose to have additional Civilizations start in the Gamma Quadrant instead of the Alpha Quadrant. If you do, Link them to the Idan System in the same way as The Great Link.

ALPHA QUADRANT

Civilizations in the Alpha Quadrant will only be Connected via the Bajor System of the Bajor-Idran Wormhole at the start of the game.

For a game with 2-4 Civilizations in the Alpha Quadrant, Link all Alpha Quadrant Civilizations to the Bajor System of the Bajor-Idran Wormhole by the shortest route from their rightmost Core System.

5+ ALPHA QUADRANT CIVILIZATIONS

Since Bajor has a maximum Space Lane Capacity of 4, in a game with 5 or more Alpha Quadrant Civilizations, not every Civilization will be able to link directly to it.

During setup, each Alpha Quadrant Civilization player rolls a die and Links to the Bajor System of the Bajor-Idran Wormhole, in order of highest to lowest, by the shortest route from their rightmost Core System.

Once Bajor has reached its maximum Space Lane Capacity (4), the remaining players Link to an Unexplored System Disk by the shortest route from their rightmost Core System.

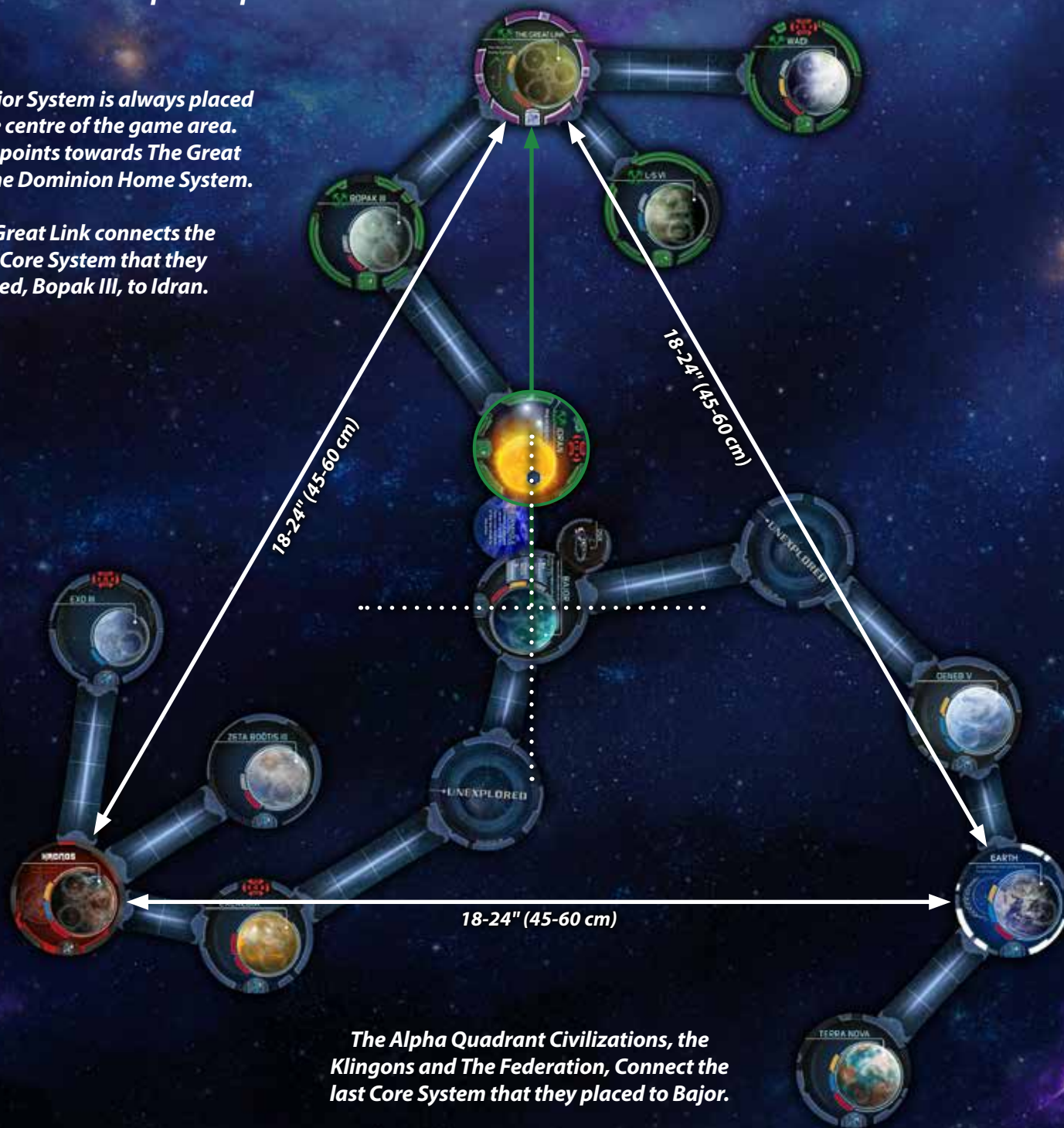
When a Civilization Explores these Unexplored Systems, if they have a Space lane Capacity of lower than the number of Space Lanes linking to it (see page 25 of the rulebook) discard it and draw a new System Disk that has enough Space Lane Capacity for the number of space lanes joining it.

In larger games, when linking systems try do so in such a way that each Civilization has a similar area of empty space around them to explore at the start of the game.

3 Player Game Setup Example

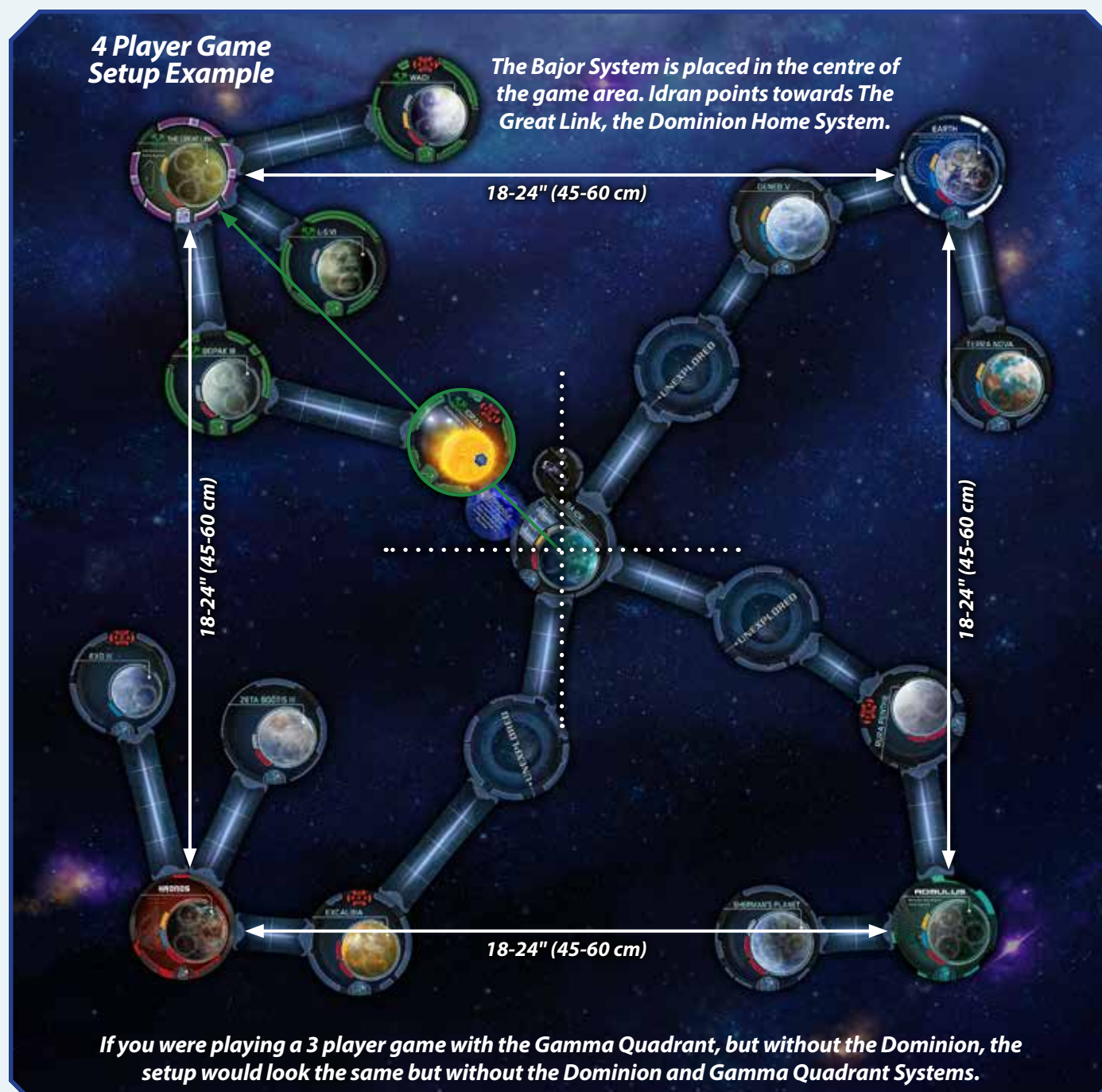
The Bajor System is always placed in the centre of the game area. Idran points towards The Great Link, the Dominion Home System.

The Great Link connects the last Core System that they placed, Bopak III, to Idran.



To reach the Dominion other civilizations must travel through the Bajor-Idran Wormhole.

4 Player Game Setup Example



NO GAMMA CIVILIZATIONS

You can play with the Gamma Quadrant without having the Dominion in the game. This gives an interesting area of the galaxy to explore.

If The Dominion is not being played, set up the game leaving a space as if the Dominion was in play. Place the Bajor-Idran

Wormhole piece with the Bajor end in the center of the table, equidistant between the Home Systems of the players on either side of the Gamma Quadrant space. Align the Idran end to point towards the Gamma Quadrant space and connect the neighboring Home Systems to it as above.

6 Player Game Setup Example

WORK IN PROGRESS



Here the Klingons were the last to Link Systems. Since Bajor is already at maximum Space Lane capacity, they connect to the next unexplored system.

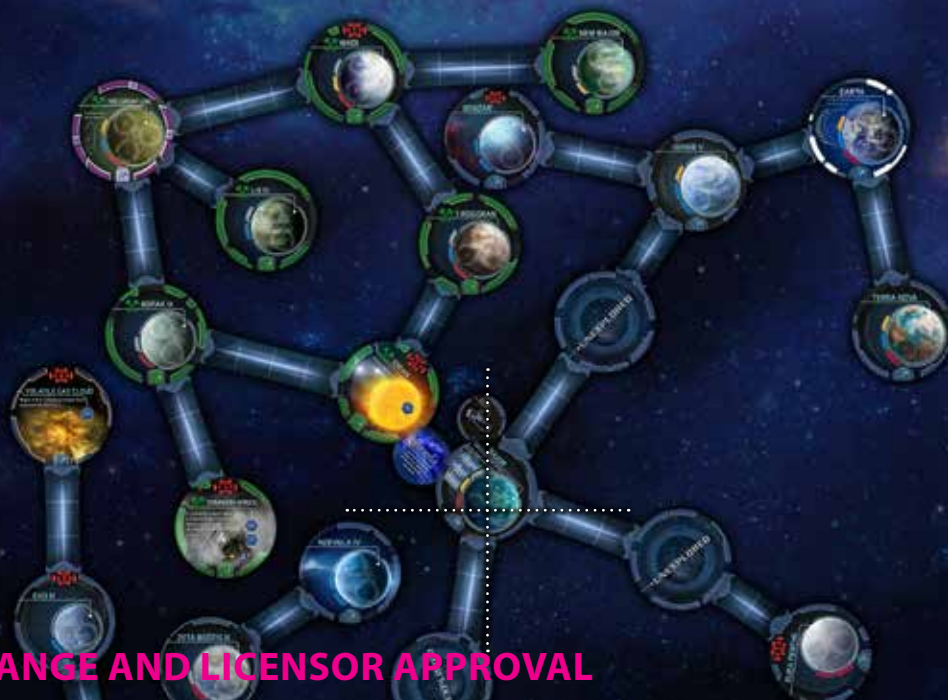
EXPLORE GAMMA QUADRANT

When exploring from a Gamma Quadrant System place a Space Lane as normal, but it must connect with a Gamma Quadrant System, either existing or one drawn from the stack of Gamma Quadrant Systems rather than the normal (Alpha Quadrant) Systems.

Resolve the discovery of the Planetary System or Phenomenon as normal. Planetary Systems in the Gamma Quadrant use the same Exploration Deck as the normal ones (from the Alpha Quadrant).

Space Lanes may never connect a Gamma Quadrant System to a normal (Alpha Quadrant) System.

Gamma Quadrant Systems, like the Dominion's The Great Link, can only connect to other Gamma Quadrant Systems. The only route to the normal (Alpha Quadrant) Systems is through Idran and the Wormhole to Bajor.



SUBJECT TO CHANGE AND LICENSOR APPROVAL

THE DOMINION WAR

In *Star Trek: Ascendancy*, each civilization is vying to become the ascendant culture or to militarily dominate their rivals. *The Dominion War* variant changes the playing field by dividing the civilizations into two rival Alliances. Civilizations no longer stand or fall alone. Instead, they must strive to see their Alliance dominate over the opposing Alliance.

You need at least four players to play *The Dominion War*. It is recommended that you have an even number of players.

The rules for *The Dominion War* are the same as the normal *Star Trek: Ascendancy* rules with the following exceptions.

NO ELIMINATION

Players cannot be eliminated in *The Dominion War* variant. Even if they don't Control any Systems, they still have their turn and can play Resistance Cards while waiting for their Allies to Liberate them.

WINNING THE GAME

As with *Star Trek: Ascendancy*, there are two ways to win the game.

You win a Supremacy Victory if **your Alliance has Conquered all of your Adversaries' Home Systems**.

Alternatively, you can win if **your Alliance has Conquered at least half of your Adversaries' Home Systems and a member of your Alliance meets the conditions for an Ascendancy Victory, an Agenda Victory, or another alternative way of winning a normal game of *Star Trek: Ascendancy*.**

SETUP

The Dominion War starts with two Alliances already created and at war.

FORMING THE ALLIANCES

There are two types of Alliance Selection Cards: Diamonds and Circles. Form an Alliance Selection Deck with the same number of cards as players, with an equal number of each type.



Before placing their Home Systems, each player draws an Alliance Selection card to see which Alliance they are part of. All of the players in an Alliance should sit together on one side of the table.

TRADE AGREEMENTS

Players may exchange Trade Agreements with their Allies before the game begins. Each player may only hold one Trade Agreement at a time.

If these Trade Agreements would normally come into play Exhausted, then they are Exhausted. If a civilization has additional requirements for exchanging Trade Agreements, these must still be met. For example, the Breen require their trading partners to Control a System adjacent to Breen Territory before they can trade.

FLEETS AND STARBASES

In the Dominion War variant, players can have all three of their Fleets and all three of their Starbases in play regardless of their Ascendancy level.

ALLIANCES AND ALLIES

ALLIES

The players in your Alliance are your Allies. **You are always at Peace with your Allies** and cannot Initiate a Space Battle with them, nor Invade or attempt Cultural Hegemony against a System that they Control.

FREE PASSAGE AND FORMING FLEETS

You can enter or move through Systems containing Allied Ships, and Form Fleets (but not Build Ships) at Allied Starbases, without your Allies needing to give you permission.

JOINT OCCUPATION

If the only Ships In Orbit of a System are Allied, then each player in that Alliance with Ships in the System counts as Occupying that System.

ADVERSARIES

The players in the opposing Alliance are your Adversaries. **You are always Hostile to your Adversaries.** You cannot hold a Trade Agreement from an Adversary. There are some exceptions to this if you are Conquered.

ALLIANCE CARDS

Each Alliance has a deck of Alliance cards. There are two types of Alliance Cards: One Use and On-going.

ONE USE CARDS

One use cards remain in the player's hand until they are played, and are then discarded.

ON-GOING CARDS

On-going cards are placed in front of the player when they are played and remain in effect until the player chooses to discard them.

DRAWING ALLIANCE CARDS

At the start of the Recharge Phase, each player draws 2 Alliance cards. If they then have more than 3 Alliance cards in their hand or in play, they must immediately discard cards from their hand or On-going cards in play until they are down to 3 cards.

If either Alliance deck runs out of cards, shuffle the discard pile to form a new deck.

PLAYING ALLIANCE CARDS

A player can play an Alliance Card from their hand by spending 1 Culture token.



CONQUEST

If an Adversary would take Control of a Civilization's Home System through a Planetary Invasion, by Cultural Hegemony, or by Colonizing it after it has been razed by a failed Invasion, that Civilization has been Conquered. The Civilization Controlling their Home System is the Conquering Civilization (also referred to as the Conqueror).

CONTROL OF HOME SYSTEMS

Even though the Conquered Civilization's Home System has their Conqueror's Control Node on it rather than their own, it remains their Home System and the Conquered Civilization still Controls it. The Conqueror's Control Node simply marks the Conquest.

PEACE AT A PRICE

A Conquered Civilization is at Peace with the Adversaries' Alliance. They cannot Initiate a Space Battle with their Adversaries, nor Invade or attempt Cultural Hegemony against a System that their Adversaries Control. Neither can their Adversaries Initiate a Space Battle with nor Invade or attempt Cultural Hegemony against a System they Control.

If an Adversary initiates a Space Battle, the Conquered Civilization's Fleets and Ships will not take part. A Conquered Civilization's Fleets and Ships cannot prevent an Adversary from Invading or attempting Cultural Hegemony against a System, even if they are In Orbit of that System.

The Conquered Civilization must discard all Alliance Cards in their hand and that they have in play, and must revoke all Trade Agreements with their Allies. They cannot draw Alliance Cards or make Trade Agreements while Conquered.

Instead, the Conquered player immediately draws a hand of 3 Resistance cards.

VICTORY FROM THE SHADOWS

Even while Conquered, a Civilization remains part of their original Alliance. They win if their Alliance wins, and lose if the Adversaries' Alliance wins.

THE SPOILS OF VICTORY

When the Conqueror takes Control of a Conquered Civilization's Home System, the Conquered Civilization must immediately give half (round up) of each of the Resources they currently hold to their Conqueror.

For example, the Federation has been Conquered by the Andorians. As they were planning on colonizing new planets and building resource nodes next turn, they have lots of resources stashed: 6 Production Tokens, 3 Research Tokens, and 3 Culture Tokens. The Andorian player takes 3 Production Tokens, 2 Research Tokens, and 2 Culture Tokens as the spoils of victory.

PAYING TRIBUTE

A Conquered Civilization must give half (round up) of the Resources they gain in Resource Generation to their Conqueror.

For example, the Cardassians have been Conquered by The Dominion. They generate 7 Production Tokens, 3 Research Tokens, and 4 Culture Tokens each turn. They must pay 4 Production Tokens, 2 Research Tokens, and 2 Culture Tokens to the Dominion player as tribute each turn.

STOLEN RESEARCH

A Conqueror can use all Researched Advancements of a Civilization they have Conquered as if they were their own. Any reference to the Conquered Civilization becomes a reference to the Conqueror's Civilization when they are using the Conquered Civilization's Advancements.

The Conqueror does not benefit from additional Warp Speed, Command Tokens, Culture or other resources and tokens granted by the Conquered Civilization's Advancements.

FREE PASSAGE

A Conquered Civilization must allow their Conqueror's Ships to enter Systems that they are In Orbit of. They do not have to allow other Adversaries to enter those systems.

MUTUAL DEFENSE

If a System containing both a Conquered Civilization's Ships and those of their Conqueror is attacked by one of their Allies, they must become a Defender alongside their Conqueror, fighting against their Allies. If the System has none of their Conqueror's Ships, they must Retreat before the Battle begins.

LIBERATION

A player that has been Conquered is immediately Liberated when a member of their Alliance Occupies their Home System. The Liberated player replaces the Conqueror's Control Node with their own. They are no longer Conquered and discard all Resistance Cards.

REBELLION

If a Conquering player ends their Command Phase with 3 or fewer Ships In Orbit of a Conquered Home System, the Conquered player can Rebel.

If they do so, they roll a dice for each of the Conqueror's Ships In Orbit. On a roll of 4+, a Ship is destroyed. If there are no Adversary Ships In Orbit of their Home System after they Rebel, they Liberate themselves.

THE CONQUEROR CONQUERED

A Conquered player remains Conquered, even if their Conqueror is in turn Conquered by another member of their Alliance. In this case, they must free themselves through Rebellion.

DECLARING NEUTRALITY

A player that has not been Conquered may Declare Neutrality. If they do so, the Adversary Alliance chooses one of their players to Conquer them and places that Adversary's Control Node on their Home System. They are now Conquered and discard their Alliance Cards and draw Rebellion Cards as normal for a Conquered Civilization. The Conqueror may immediately move any Ships or Fleets from one System they Control to the Conquered Home System for free.

ASSISTANCE REBUILDING

If an Ally Colonizes your Home System after it has been razed by a failed Planetary Invasion, you immediately take Control of the System, replace their Control Node with your own.

RESISTANCE CARDS

Resistance Cards allow a Conquered player to fight back against their Conqueror. When a player is Conquered, they discard all Alliance cards they hold or have in play, then draw 3 Resistance Cards.

DRAWING RESISTANCE CARDS

At the start of each Recharge Phase, a Conquered player draws 2 Resistance cards instead of drawing Alliance cards. If they have more than 3 Resistance cards in their hand, they must immediately discard down to 3 cards. If the Resistance deck runs out of cards, shuffle the discard pile to form a new deck.

PLAYING RESISTANCE CARDS

In the Command Phase, each turn you can either Issue one of the usual Commands (aside from Attempt Cultural Hegemony, Initiate Space Battle, and Launch Planetary Invasion), or play a Resistance card.

Each Resistance card shows the number of Commands that must be Exhausted to play that card and its effects.

ACTIVE RESISTANCE

You cannot Attempt Cultural Hegemony, Initiate Space Battle, and Launch Planetary Invasion since you can't attack your own Alliance and having been Conquered, aren't allowed to attack your Adversaries.

However, some Resistance Cards allow you to attack your Conqueror or other Adversaries, either with all of your Ships or only with a specific Fleet. In the later case, you can add Ships to that Fleet during movement as normal (clearly they are rebels, disobeying their orders to support their legitimate rulers) before or between combats.



ADDITIONAL RULES

UNEVEN SIDES

If you don't have an even number of players, add an extra card to the Alliance Selection Deck so that there are equal numbers of Star and Circle cards. Once the cards are drawn, one Alliance will have one more player than the other.

EQUALIZING NODES

The smaller Alliance adds additional Core Systems and Builds additional Resource Nodes so that the number of Resource Nodes is the same in both Alliances. The smaller Alliance must share these extra Nodes amongst its members as evenly as possible.

As an example: In a game with 3 players in the larger Alliance and 2 players in the smaller Alliance, each Alliance will have 24 Resource Nodes at the start of the game (8 for each of the players in the larger alliance). The smaller Alliance will then split these between their 2 players, giving each player 3 Nodes on their Home System and 9 on their Core Systems.

STARTING COMMAND TOKENS

Players of the smaller Alliance start with an additional Command Token, giving them 6 Command Tokens (or 5 if they are Tholian or 7 if they are Cardassian).

ALLIANCE CARDS

Players of the smaller Alliance can hold an extra Alliance card, giving them 4 cards in their hand or in play.

WINNING THE GAME

The smaller Alliance wins a Supremacy Victory if their Alliance has Conquered as many of their Adversaries' Home Systems as there are players in their own Alliance.

They also win if their Alliance has Conquered at least half as many of their Adversaries' Home Systems as there are players in their own Alliance and a member of their Alliance met the conditions for an Ascendancy Victory, an Agenda Victory, or another alternative way of winning a game of *Star Trek: Ascendancy*.

RULES CONFLICTS

With the Dominion War variant changing a number of the game's core rules, there is an increased chance of rules on cards conflicting with the game rules. If this happens, the rule on the card takes precedence over the game rules. If any further conflicts result, the Dominion War rules take precedence over the core rules.



Example: A player discovers a Planetary System that has the Diplomatic Summit Exploration card on it. The Diplomatic Summit card allows the player to exchange Trade Agreements with any of their rivals. Since they already have Trade

Agreements with their Allies, the only way to use this card is to exchange Trade Agreements with their Adversaries. This conflicts with the Dominion War Adversaries rule that prevents players from holding a Trade Agreement with an Adversary. Since the Exploration card overrides other rules, this allows the player to swap Trade Agreements with their Adversaries. It does not change any of the other rules, so the player still remains Hostile to the Adversaries they hold Trade Agreements with, and must return the Trade Agreement if they Attack or Invade that Adversary.